

GAME BOY ADVANCE

AGB-ATKE-USA



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN
MILD VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

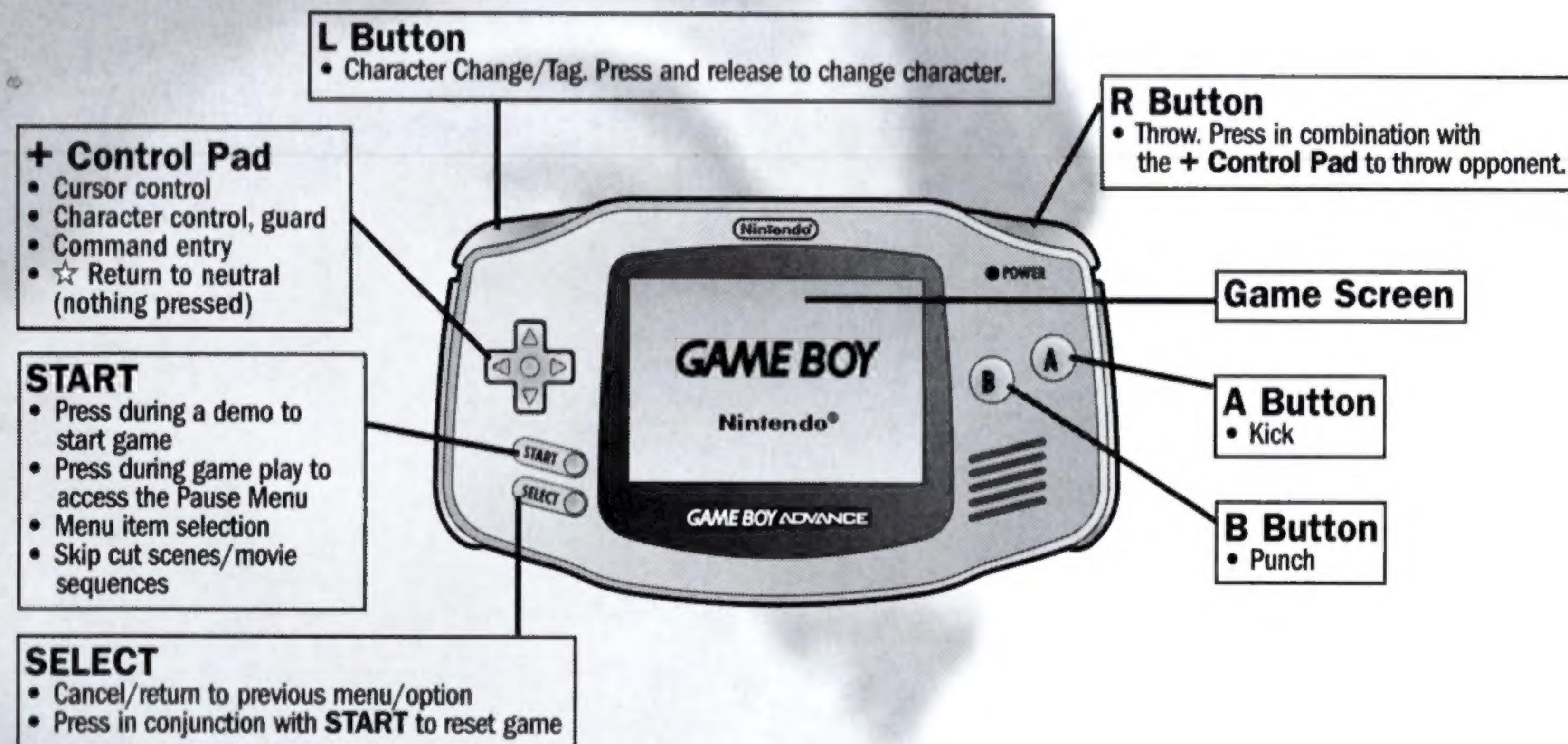
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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BUTTON CONTROLS

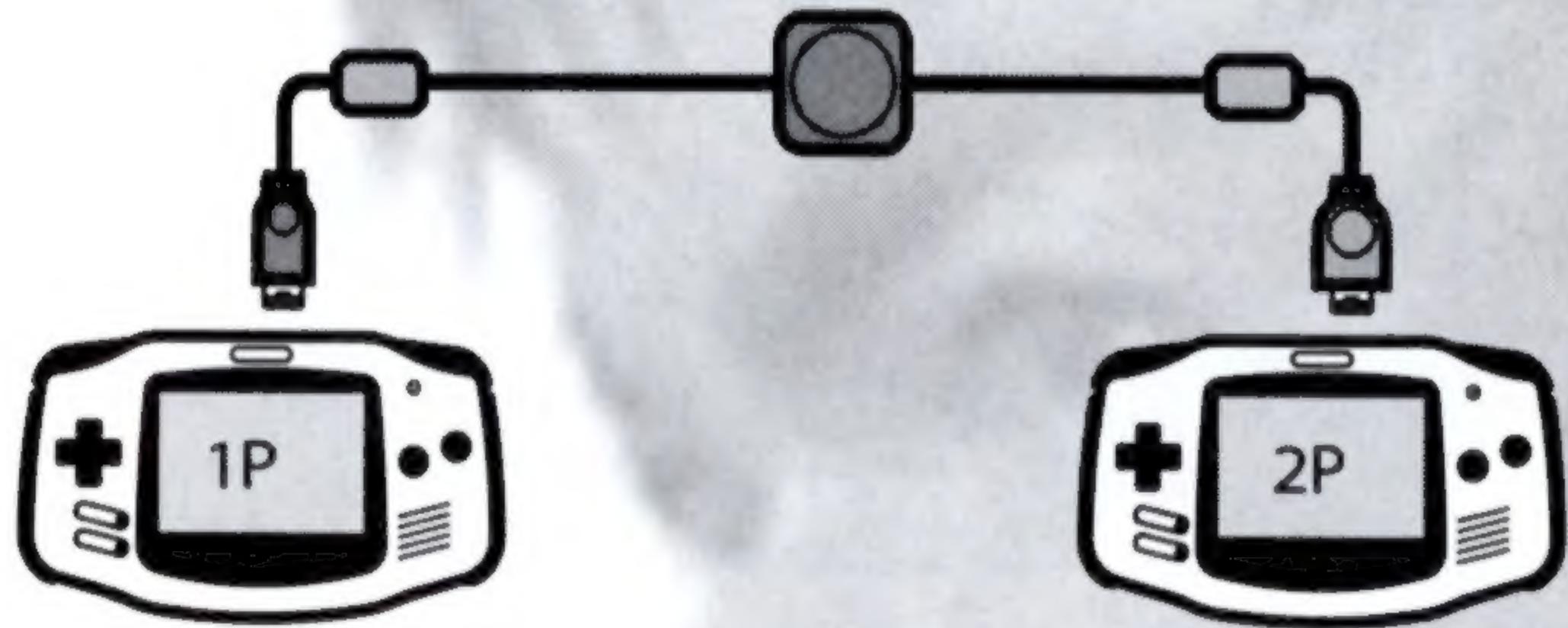
1. Insert the TEKKEN ADVANCE™ Game Pak into your Game Boy® Advance.



2. Turn on your Game Boy® Advance. In a few moments, the main Title Screen appears.

TWO-PLAYER VS MODE

1. Connect two Game Boy® Advance systems with the Game Boy® Advance Game Link® cable*.



2. Insert a TEKKEN ADVANCE Game Pak into each Game Boy® Advance. Turn them both on.
3. Both players select a VS Mode from the Mode Menu and both select characters.
4. Each player can choose a different handicap level and then press the **A Button** on both Game Boy® Advance systems to begin the game.

*Sold Separately.

TITLE SCREEN

When the **A Button** or **START** is pressed, the Mode Menu appears.



Controls on the Mode Menu:

- Select a Mode by pressing the **+ Control Pad ▲ or ▼**.
- Pressing the **A Button** starts the selected mode.

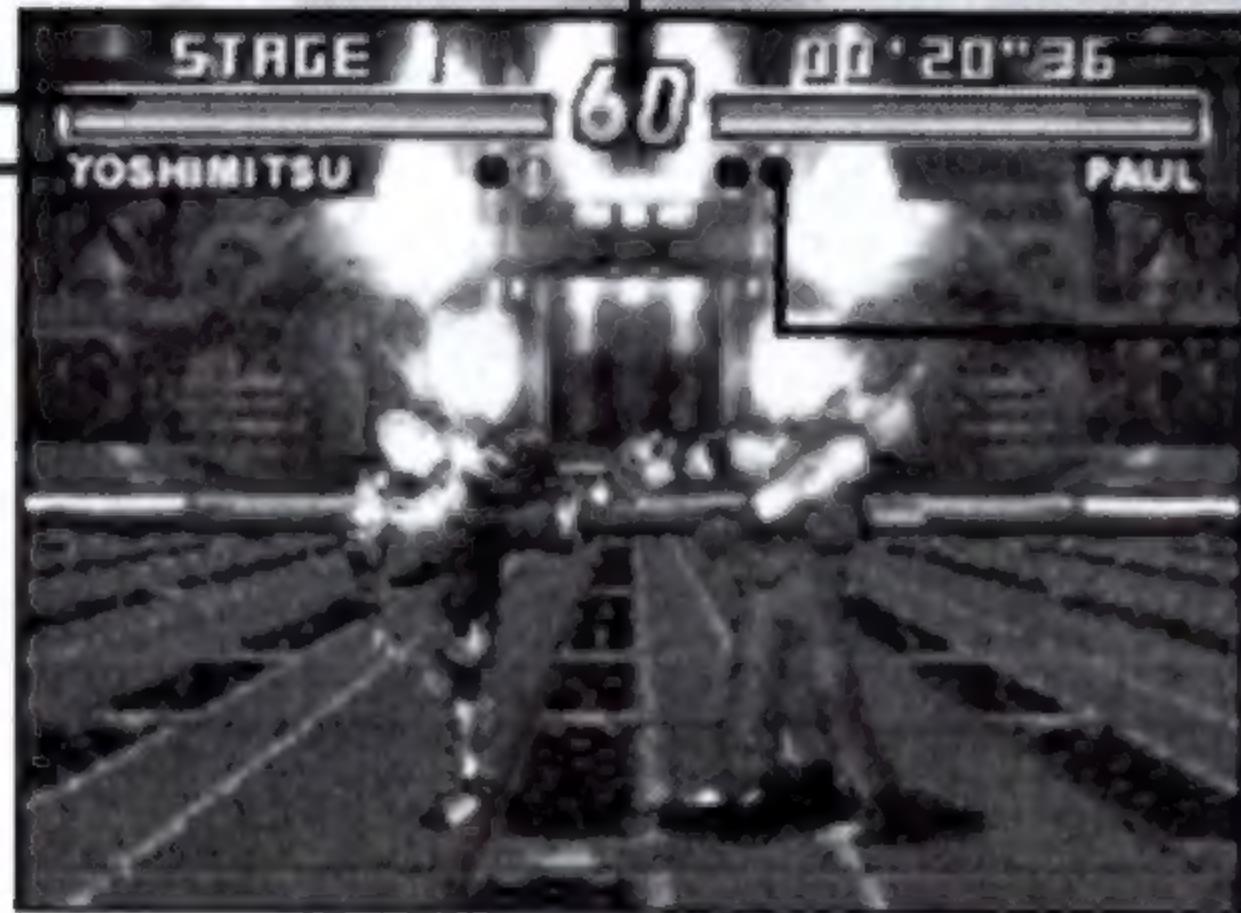
HOW TO READ THE SCREEN AND RULES

How to Read the Screen

HEALTH METER

As your character receives damage, your health meter will decrease. You win when your enemy's health meter reaches 0.

CHARACTER NAME



TIMER

When the counter reaches 0, it is Time Up. The player with the most health remaining wins.

PLAY TIME

Displays elapsed time since you started playing.

ROUND COUNTER

Earn the set number of points to win the match.

CHARACTER SELECTION

Select a character with the **+ Control Pad**, then press the **A or R Button** or **START**. Selecting a character with the **A Button** will give you the Player 1 costume, while pressing the **R Button** will give you the Player 2 costume and pressing **START** will give you the Player 3 costume. Press the **B Button** to cancel.

THE PAUSE MENU

Pressing **START** during play will bring up the Pause Menu. Make selections with the **+ Control Pad** and make a selection with the **A Button**.

CANCEL

Cancels the Pause Menu and returns to the game.

COMMAND LIST

Shows the Command List for the character you are using. Press any button to return to the Pause Menu.

CONTROLLER SETUP

Allows you to re-assign button configuration.

RESET

Cancels the game and returns you to the Mode Menu.



BATTLE RULES

MATCHES

When a character is attacked, his or her health meter goes down. If you beat on an opponent until their health meter goes down to 0, then you win that round and earn a point! You can also clear stages by earning a set number of points in a match.



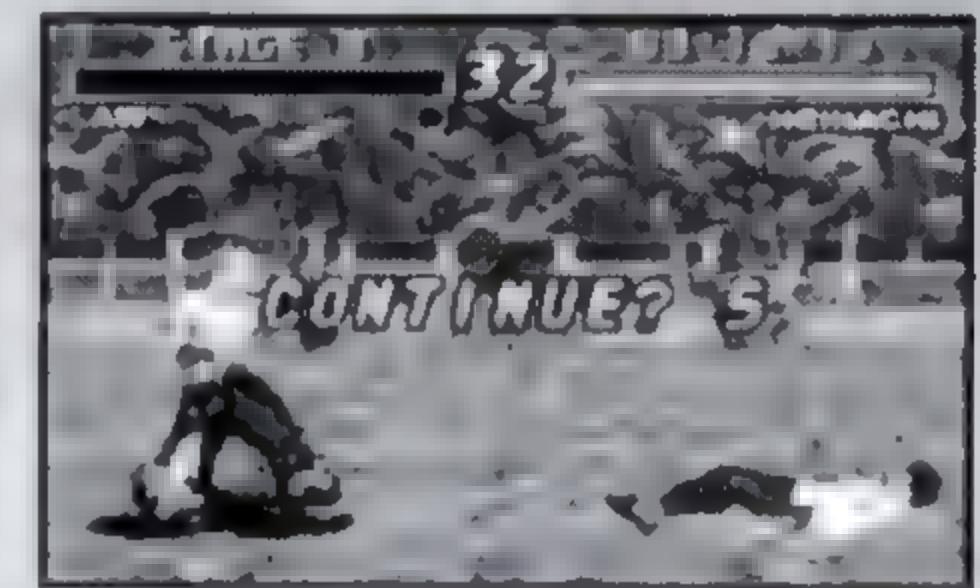
END OF ROUND

There is a time limit on each round. If this time expires, Time Up is called. At this point the player with the most health remaining wins. If both players' health meters are the same level when Time Up is called, the match is a Draw, and both players are awarded points.



GAME OVER AND CONTINUE

When you lose in Arcade Mode, the game is over. However, pressing **START** on the Continue Screen (before time runs out) allows you to restart the game from the last stage you played.



SOFT RESET

Press **START** with **SELECT**.

CLEAR DATA

Press **START + SELECT + A Button + B Button** and turn on your Game Boy® Advance to clear saved data.

MODE MENU

ARCADE (SINGLE PLAYER)

One player against the computer. Defeat all the opponents and you win the game. There is no limit to how many times you can continue.

VS BATTLE (TWO PLAYER)

- Set up 2 Game Boy® Advance systems as shown on the “TWO-PLAYER VS MODE” section on pg. 5.

Each player selects a character to compete against each other. After character selection, you can set your character's strength with the **+ Control Pad** as a handicap function. After the match ends, you are returned to the Character Selection Screen, where match results are also displayed. Option settings are determined by Player 1.

TIME ATTACK (SINGLE PLAYER)

In this mode, you compete against the clock until you complete all the stages and beat the game. The degree of difficulty, time limit, or the number of rounds cannot be changed. The fastest time for each character is saved.

SURVIVAL (SINGLE PLAYER)

You compete to see how many computer opponents you can defeat before your health meter runs out. Each battle counts as one round. The game is over when your health meter runs out. When you defeat an opponent, your character is awarded a little extra health. You cannot change the degree of difficulty, the time limit, or the number of rounds in this mode. Greatest survivors are saved in the records.

PRACTICE (SINGLE PLAYER)

This is where you can perfect your techniques. You may choose both your character and your opponent. If you press **START** in this mode, the Pause Menu will appear. Selecting **RESET** will return you to Title Screen. For more details, please refer to the “Learning to Fight in Practice Mode” section on pg. 24.

TAG BATTLE (SINGLE PLAYER)

In Tag Battle Mode, you can select three characters to fight against a three character team controlled by the computer.

- Change characters at any time by pressing the **L Button**. Unused characters will recover a portion of their health if they are damaged.
- Character order cannot be changed during a match.
- Win a match by forcing the opponent's health meter to 0. You can also win by maintaining a combined health level of your three characters that is higher than your opponent until the end of the round.

VS TAG BATTLE (TWO PLAYER)

- Set up 2 Game Boy® Advance systems as shown on the "TWO-PLAYER VS MODE" section on pg. 5.

Each player selects a team consisting of three characters that compete one at a time against the other team. After character selection, you can set your character's strength with the **+ Control Pad** as a handicap function. The game rules are the same as the single player Tag Battle Mode.



3

OPTIONS

GAME OPTIONS (ARCADE, VS)

In the Arcade and VS Modes for Single Player Mode, the following options are available:

- Game Difficulty Levels (EASY, NORMAL, HARD)
- Change Round Times (30, 60, 99, INFINITY)
- Number of Rounds Needed to Win (1,2,3)

Set game difficulty and match rules. Select items by pressing ▲ and ▼ on the + Control Pad, then change them by pressing ◀ and ▶. Select EXIT to finalize your choices.

CONTROLLER SETUP

Assign Button Configuration by pressing ▲ and ▼ on the + Control Pad, then change them by pressing ◀ and ▶. Select EXIT to finalize your choices.

RECORDS

The number of wins in Survival Mode and the best time in Time Attack Mode are saved. Character usage rates and the option to clear the saved data are also displayed. Use the + Control Pad to select an item, then press the A Button. Select EXIT to leave.

GAME CONTROLS

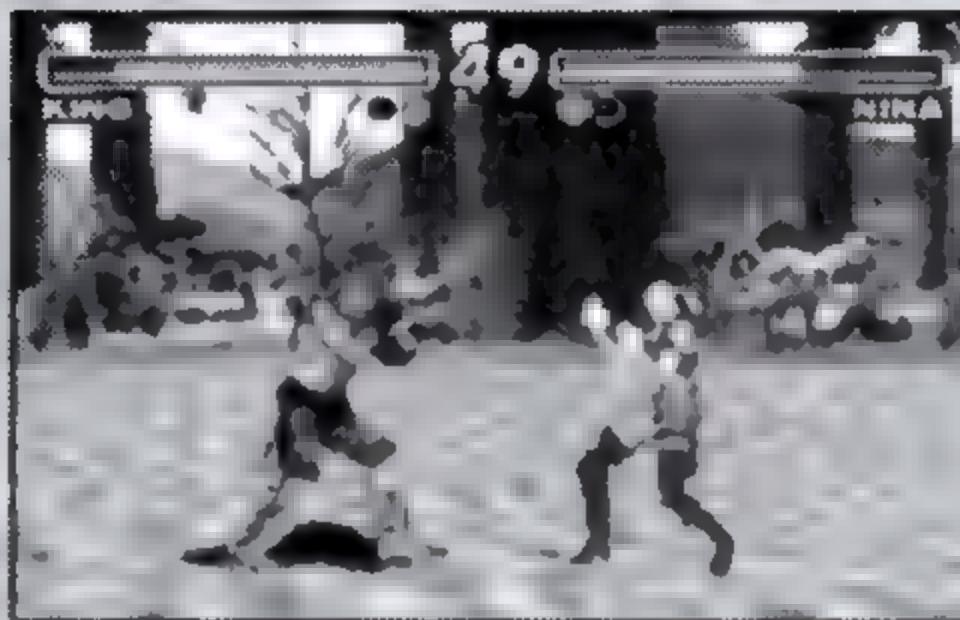
In TEKKEN ADVANCE, you can move characters by pressing the **+ Control Pad** and the Buttons in various ways. Here is an explanation of moves that are common to all characters.

About the Symbols

- The buttons used in this manual are based on the **+ Control Pad**.
- “” indicates applying a quick tap of the **+ Control Pad**, while “” indicates a longer press. “” indicates putting the **+ Control Pad** in a neutral position.
- “” means press the listed buttons in sequence.
- “” means press the listed buttons at the same time.

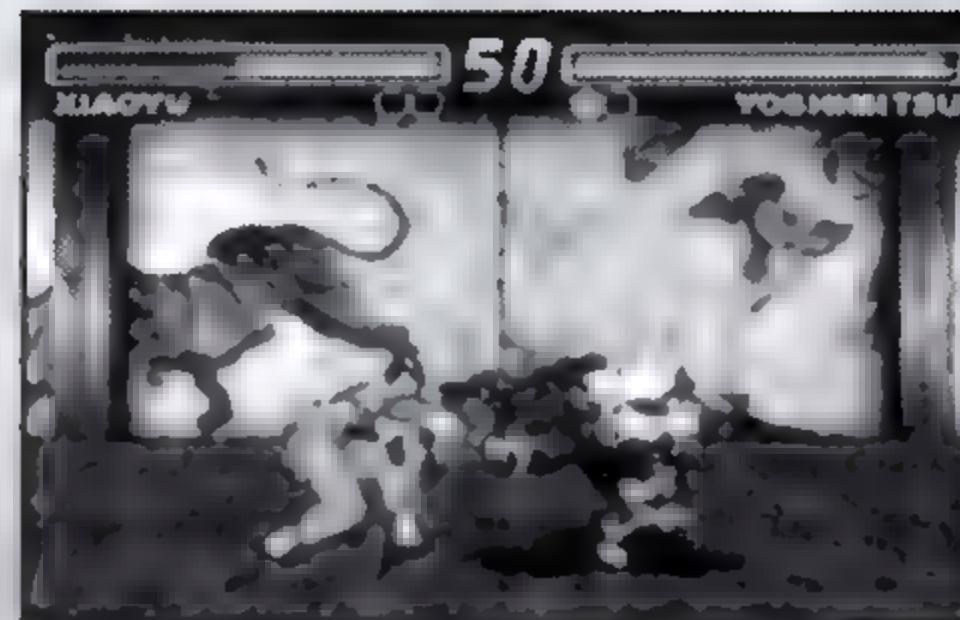
The commands shown are for character facing right. Reverse the commands if the character is facing left.

BASIC MOVES



Advance ➡

Retreat ⬅



Crouch..... ➡



Jump Up..... ↑

Jump Forward

Jump Backward

Small Jump Forward..... ↗

Step-in/Step-out

Advance ➡ ➡ or **Retreat** ⬅ ⬅ **Quickly**

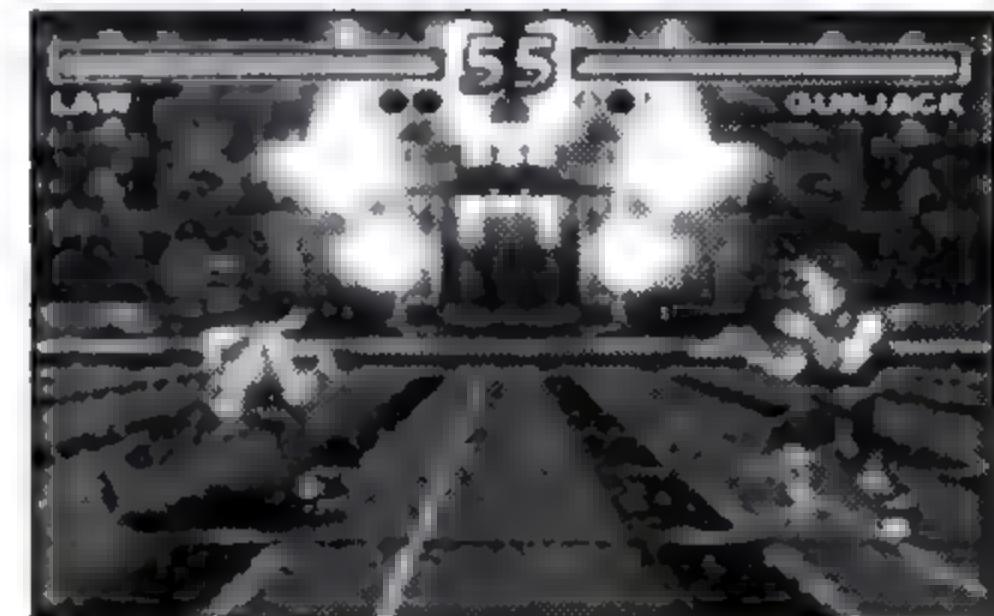
Indispensable for setting up your own moves and for avoiding the enemy.



Run



Get close in a hurry to a far-away enemy. If you run into your opponent you can deliver a *dash attack*.



Sidestep

↑ ★ or ↓ ★

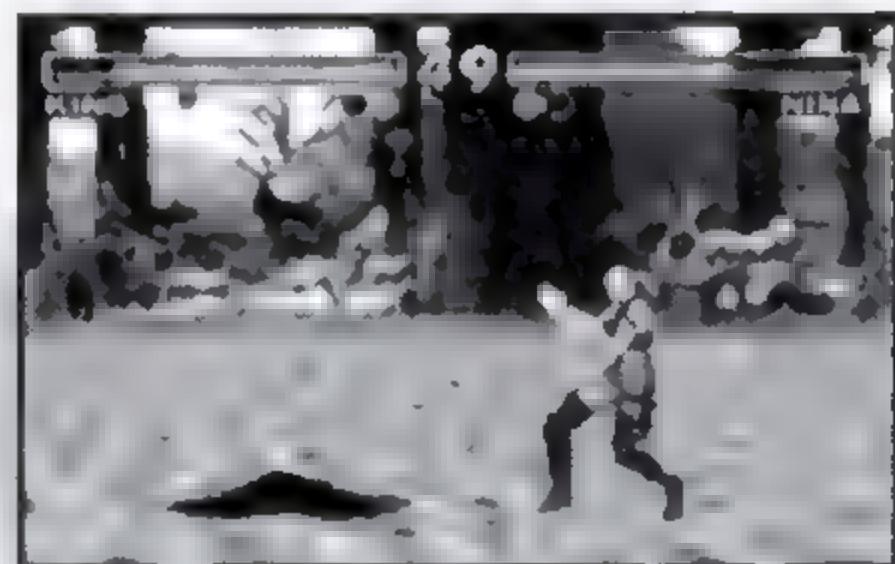
Position for an attack or avoid a strike by moving around your opponent's side. Repeated sidestepping allows you to circle around your opponent's flank.



Jump, Forward/Backward Jump

↗↑↖

Jump to deliver high attacks or avoid low kicks or sweeps.



Tag

Tag Out L Button

Tag to change fighters during battle. A tag brings in a fresh fighter, allowing the previous fighter to regain health. It is also a tactical strategy for exploiting weaknesses in the opposition. If the enemy attacks the outgoing character before disappearing off the screen, the tag is blocked.



ATTACKING

Punch **B** Button

Kick **A** Button

Throw **R** Button

In TEKKEN ADVANCE, these buttons correspond to the character's actions; use these for High, Mid, and Low attacks. Combine these buttons in different combinations with the **+ Control Pad** for more varied attacks.

Types of Attacks

Attacks in this game are divided into three categories depending on what part of your enemy's body you wish to hit: high, mid, and low range.

- **High Range Attacks**

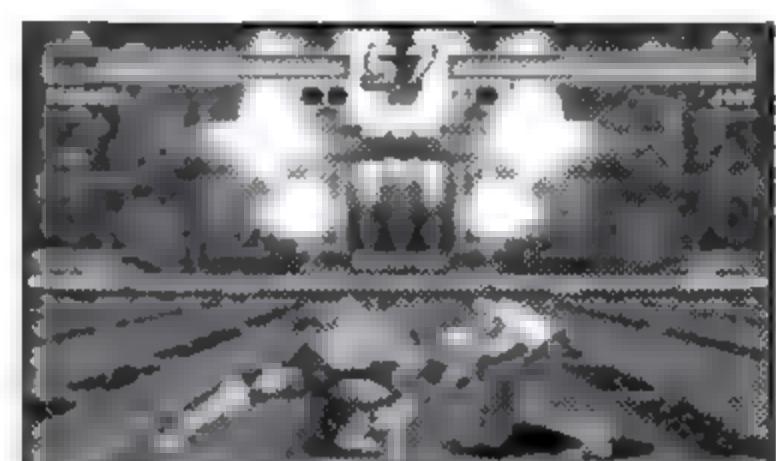
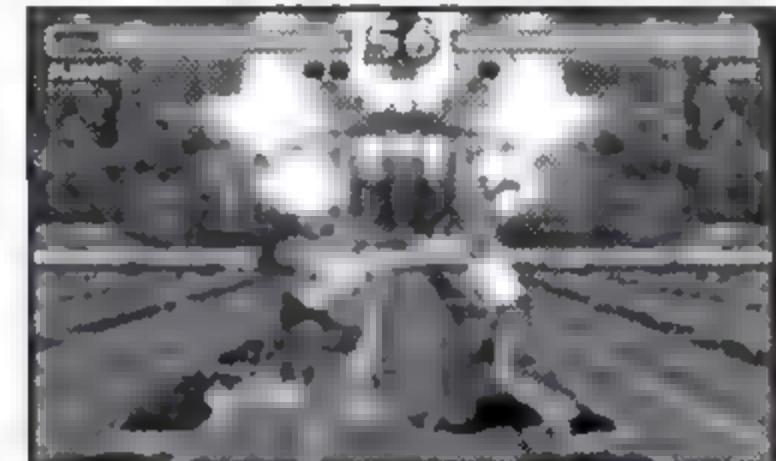
Hits standing enemies. Will not hit crouching enemies, and will not cause damage to enemies performing standing guard.

- **Mid Range Attacks**

Hits both standing and crouching enemies. Cannot be blocked unless performing standing guard.

- **Low Range Attacks**

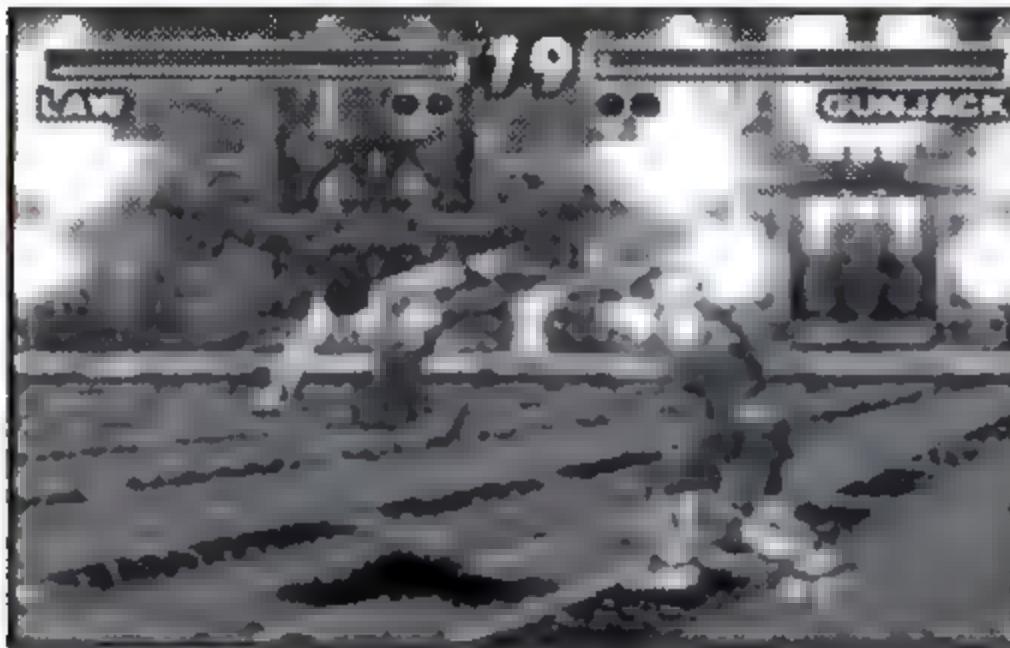
Hits both standing and crouching enemies. Can be blocked by crouching guard, or avoided by jumping over them.



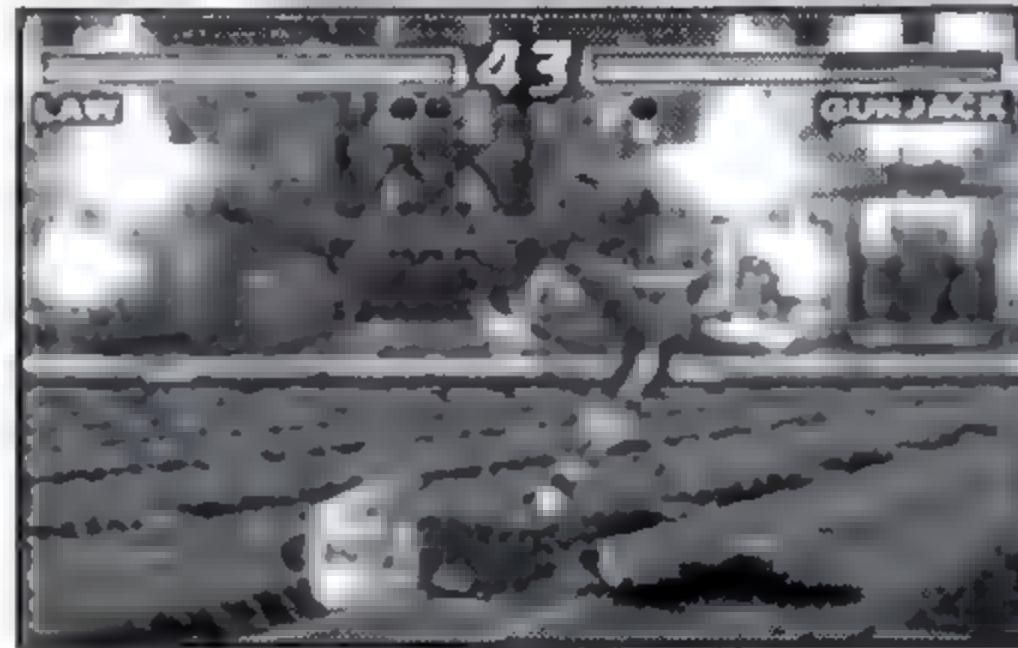
Utilizing these attacks in response to your enemy's position is the secret to winning. The attack technique used by each character is different, so watch out!

Dash Attacks

Jump Kick  + A while running



Sliding Dash  + A while running



Unblockable Tackle Run into the enemy after 4 or more steps.



Performs a shoulder tackle that cannot be blocked and cannot be counter-attacked.

Guarding

Standing Guard ←



Guards against upper and mid-range attacks, but does not defend against low range attacks and throws.

Crouching Guard ↑



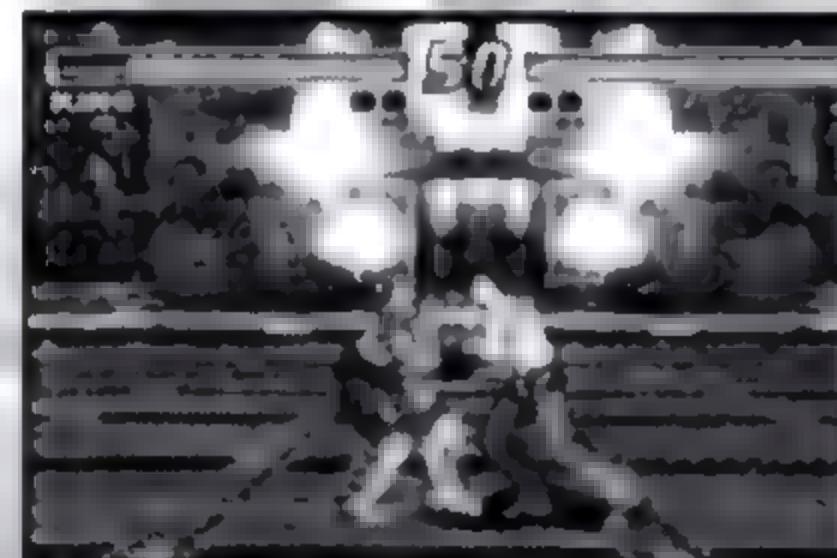
Guards against low-range attacks. Also protects you from most upper range attacks and throws. Does not defend against mid-range attacks.

Auto-Guard ☆

If the **+ Control Pad** is not being pressed the auto-guard is automatically carried out. Pressing the **+ Control Pad ▼** carries out a crouching guard. However, auto-guard is not effective against repeat attacks, certain moves, and certain kinds of throws.

Throws

Basic Throws ®



In general, throws are attacks carried out while holding onto the enemy. Throws leave you vulnerable momentarily but they cannot be guarded against and cause great damage. Learn to use them well for skillful playing.

Escapes

Throw Escapes R



If you use this command at just the right moment as your enemy tries to throw you, you can slip through the enemy's hands like water.

To avoid left/right throws, use the **R Button** for the direction from which you're being grabbed to avoid the throw. You cannot get out of a back throw once the enemy has you. The way to get out of special character technique throws differs with each technique.

When Opponent Is on the Ground

Ground Attack



Low kicks will hit an opponent who is on the ground.

Getting Up when You're Down

Stand ↑

Stand up right where you are. This is the fastest way to get up from the ground.

Front Roll Stand ➡

Back Roll Stand ←

Rise as you roll toward or away from your enemy.

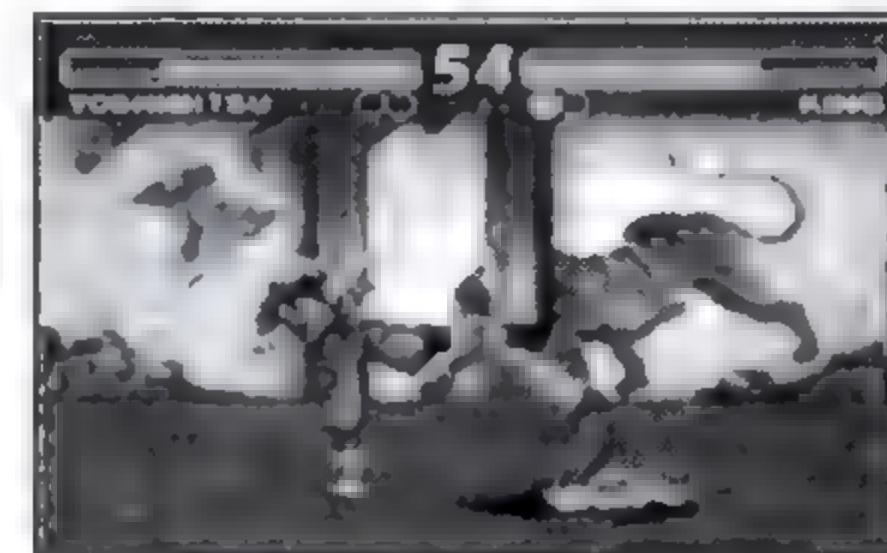


When You're Down-Rising Up into a Kick

Rising Mid Kick A

Rising Low Kick ↓ A

Recover from being on the ground and perform a low or mid-range kick, all in one motion.



Front Roll Rising Mid Kick ↘ A

Front Roll Rising Low Kick ↘ ↓ A

Back Roll Rising Mid Kick ↙ A

Back Roll Rising Low Kick ↙ ↓ A

Rising Ankle Kick When face up on the ground
with both legs facing opponent Ⓜ



Forward Rising Cross Chop ➡ Ⓜ+Ⓐ

Backward Rising Cross Chop ➡ Ⓜ+Ⓐ



Recover/Side Roll

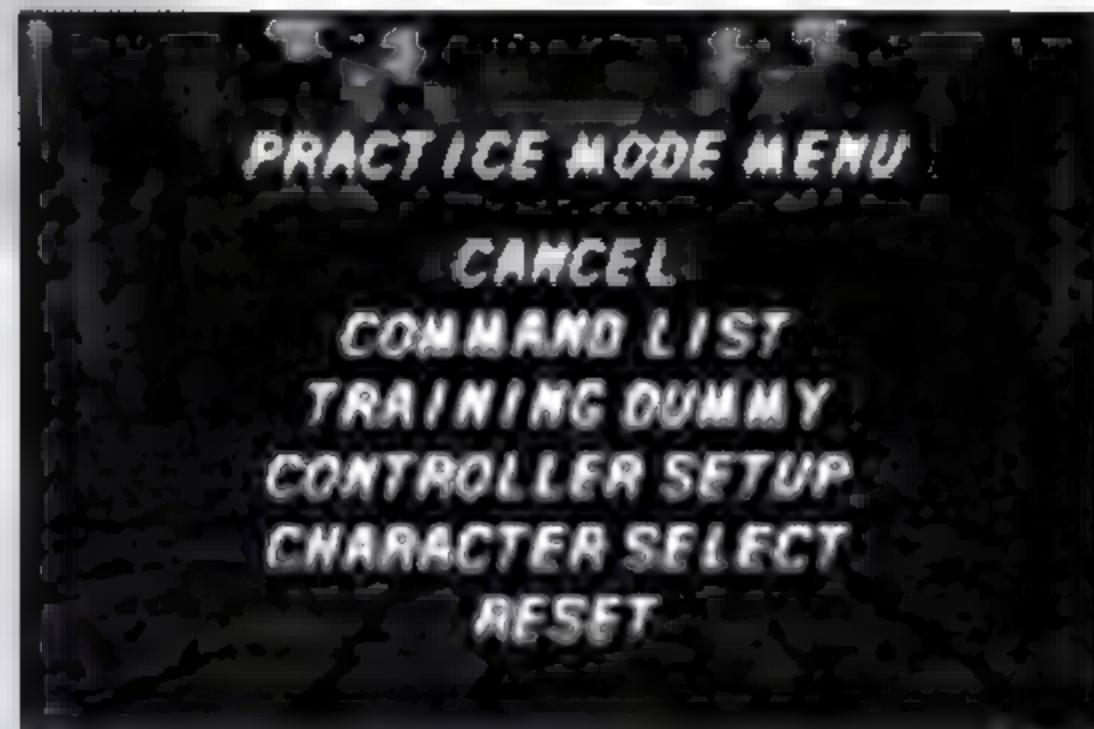
Recover Roll Backward or Forward ⌂ or ➡

Side Roll Ⓜ or ⏪ Ⓜ

Press the + Control Pad repeatedly after you are knocked down to rise up more quickly than usual.



LEARNING TO FIGHT IN PRACTICE MODE



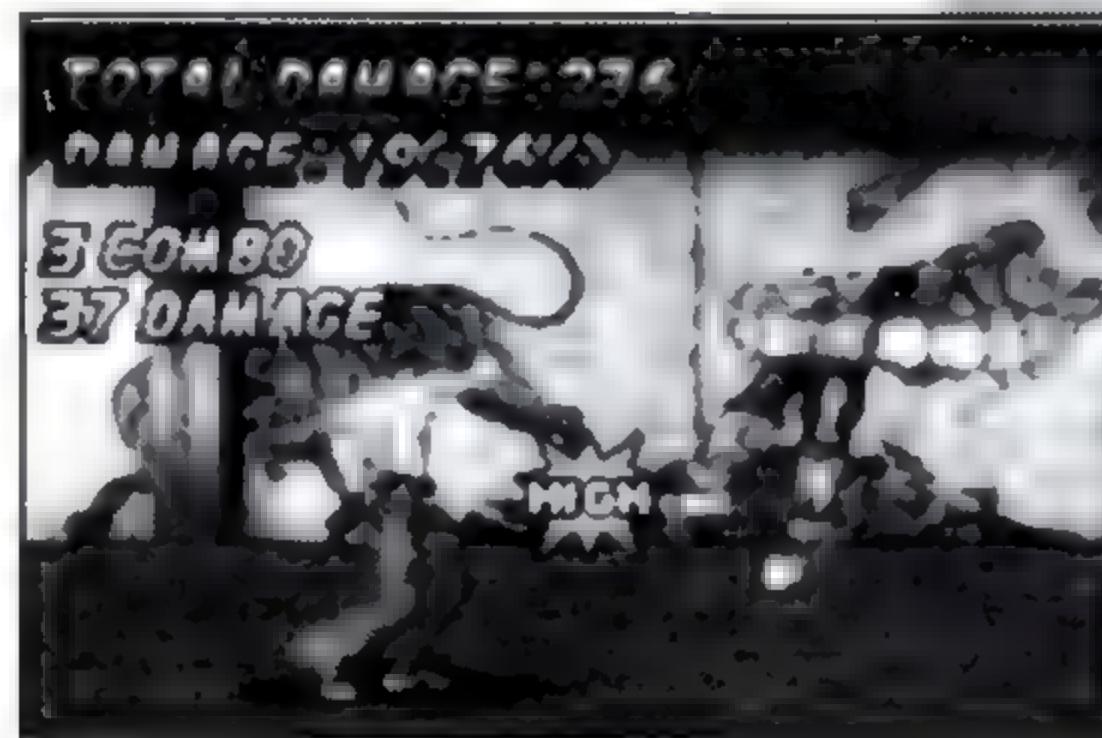
Practice Mode gives you a chance to learn all the moves of any particular character.

In Practice Mode you can:

- Adjust the actions of your opponents (training dummies) to fit the kind of practice you want.
- Practice your moves as much as you want without taking damage.
- See a list of moves (Command List) for each character.
- See the damage ratings of various attacks on-screen.
- See on-screen combination counts when a combination is correctly executed.
- See range (high, mid, and low) displays for every punch and kick.

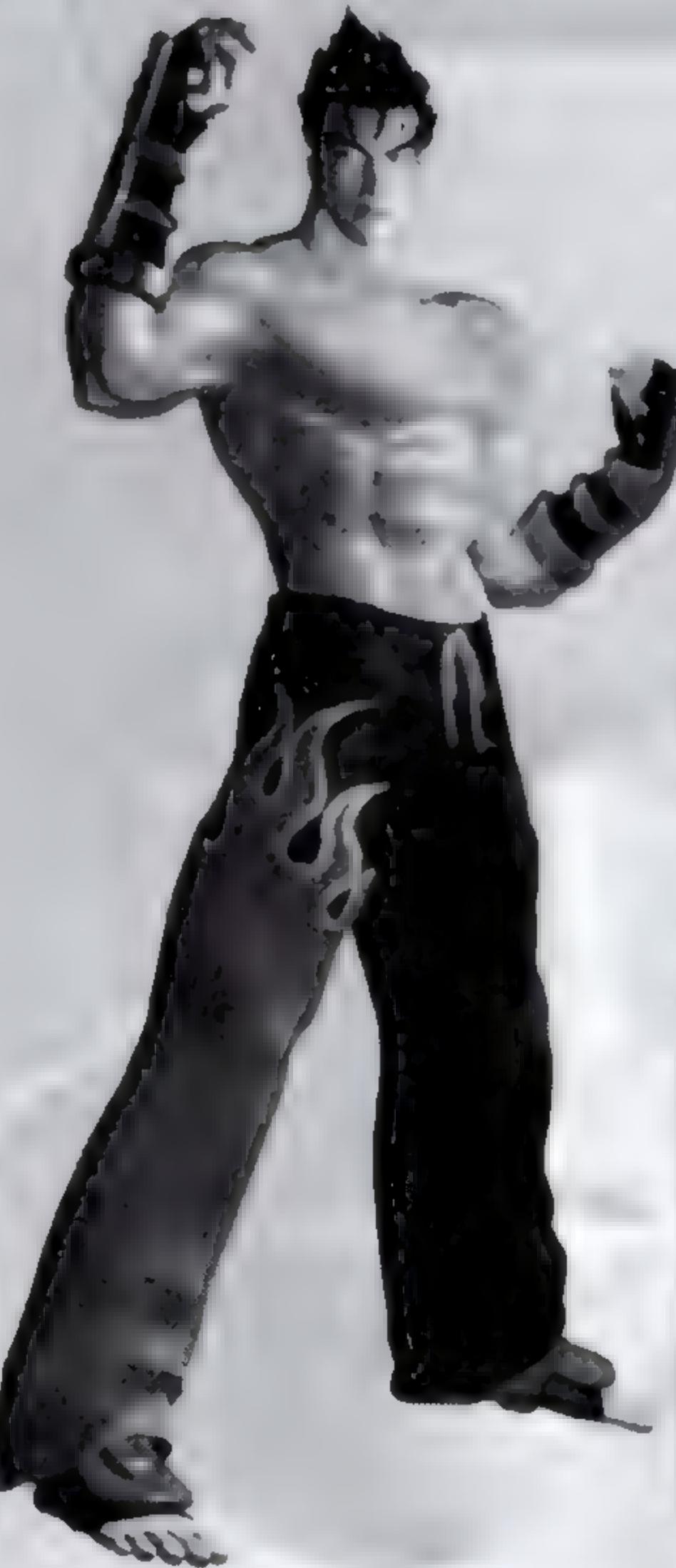
TRAINING DUMMY

- Press **START** during practice to pause and select Training Dummy.
- Action: STAND, CROUCH, DOWN
- Guard: ON/OFF
- Counter Attacks: ON/OFF
- Quick Roll: ON/OFF
- Exit



THE CHARACTERS

JIN KAZAMA



Country of Origin:	Japan
Fighting Style:	Advanced Mishima Style Fighting Karate, Kazama Style of Self-Defense (a derivative of his mother's style)
Age:	19
Height:	180cm
Weight:	75kg
Blood Type:	AB
Occupation:	Martial artist
Hobby:	Walks in the forest
Likes:	Mother's teachings
Dislikes:	Deception



Rising Uppercut

→ ★ ↓ ← ⚡ B

Dragon Uppercut

→ ★ ↓ ← ★ B

Laser Cannon

← → B B B

Demon's Paw

→ → B

Knee Kick

→ A

FOREST LAW

Country of Origin: USA

Fighting Style: Martial arts

Age: 25

Height: 177cm

Weight: 66kg

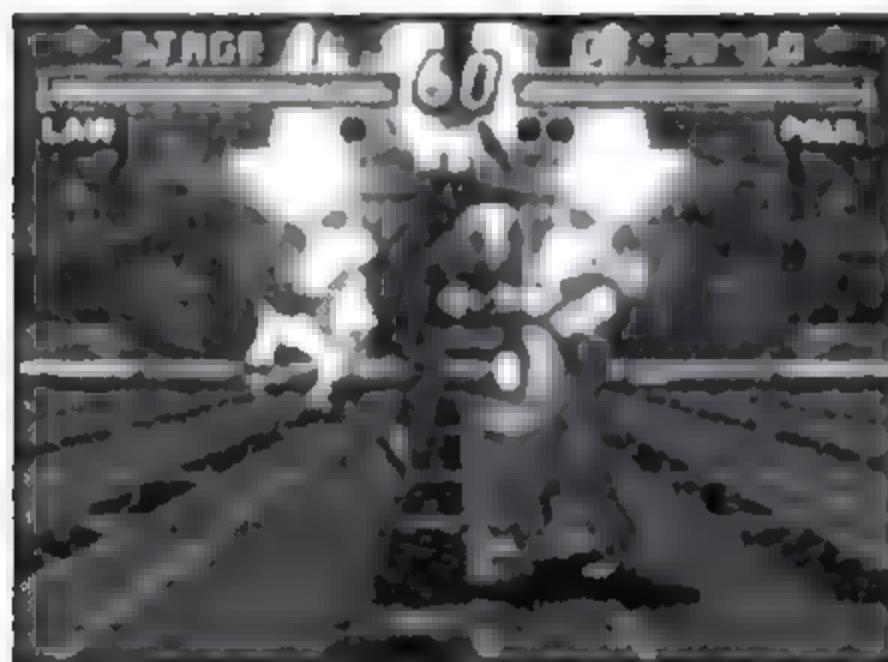
Blood Type: B

Occupation: Marshall Dojo, Second Master
(maybe)

Hobby: Shopping

Likes: Credit cards (paid for Paul's
tournament entrance fee and
gas as well)

Dislikes: Riding as a passenger on a
motorcycle (Paul's driving
scares him).



Somersault Kick

◀ A

Body blow to somersault

▼ B A

Dragon Hammer

▶ A + B

Junkyard Kick

↑ B A A

Rave War Combo

▶ B B B



PAUL PHOENIX



Country of Origin: USA
Fighting Style: A hybrid martial arts style based on Judo
Age: 46
Height: 187cm
Weight: 81kg
Blood Type: O
Occupation: None. Still trains with the intention of becoming the #1 fighter in the universe.
Hobby: Motorcycles
Likes: Pizza, smell of gasoline
Dislikes: Freeways in Japan (he was caught in a massive traffic jam during the previous tournament)



Phoenix Smasher

↓ ↗ ↘ B

Thruster

↓ ↗ ↘ A

Bone Breaker

↓ A B

Shoulder Tackle

During sidestep A+B

Shredder

↙ A A

KING

Country of Origin: Mexico
Fighting Style: Wrestling
Age: 28
Height: 200cm
Weight: 90kg
Blood Type: A
Occupation: Pro-wrestler, manager of an orphanage
Hobby: Helping orphaned children
Likes: Celebrating victory with Armor King
Dislikes: Tears of children



Disgraceful Kick

← A

Elbow Sting

↑ B B

Deadly Boomerang

While sidestepping A

Head Spinner

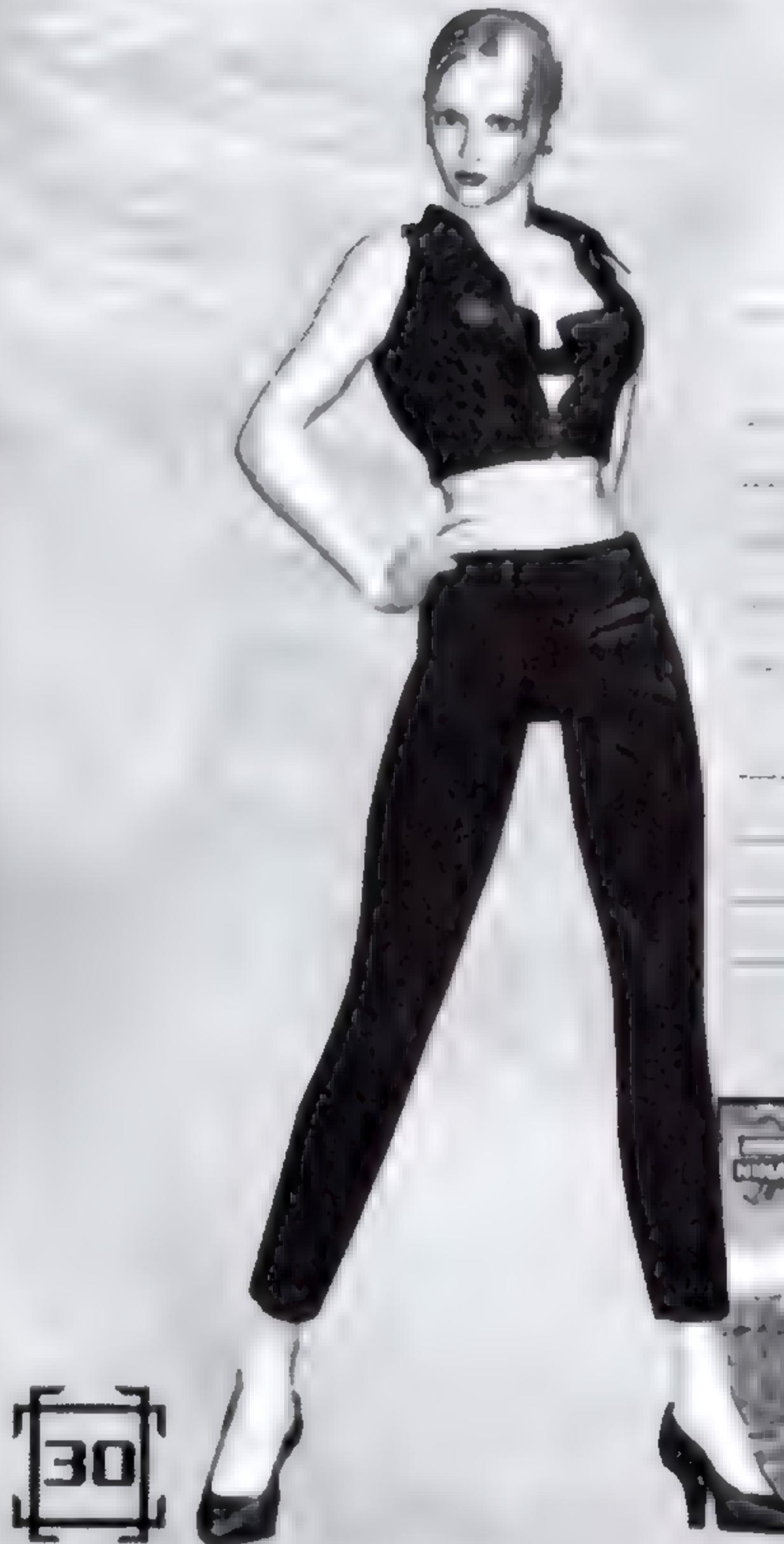
A + B B

Leg Breaker

While crouching ↑ B



NINA WILLIAMS



Country of Origin: Ireland
Fighting Style: Assassination Martial Arts based on Bone Martial Arts and Aikido
Age: 22
Height: 161cm
Weight: 49kg
Blood Type: A (but changed during cryosleep)
Occupation: To assassinate Jin Kazama (Ogre may be manipulating her)
Hobby: Retracing memories
Likes: Doesn't remember (maybe milk tea)
Dislikes: Doesn't remember (maybe Anna)

Blonde Bomb

↗ A + B

Shut Up

↙ ↘ B

Wipe the Floor

While crouching ↙ A

Geyser Cannon Combo

↑ A A

Kneel Kick

↙ ↘ ↗ A

HWOARANG

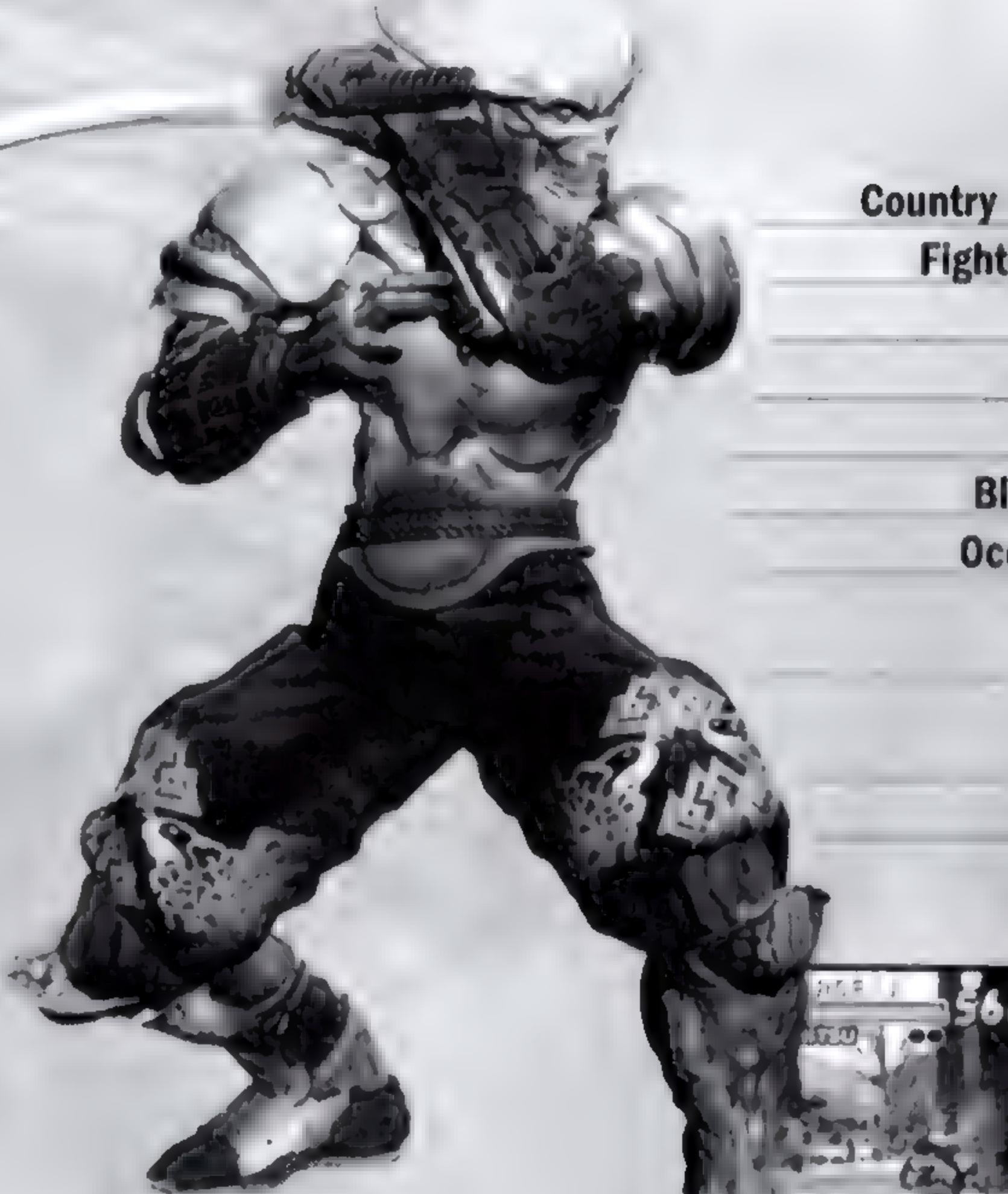
Country of Origin:	Korea
Fighting Style:	Tae Kwon Do
Age:	19
Height:	181cm
Weight:	68kg
Blood Type:	O
Occupation:	Street gang leader
Hobby:	Yachting (good at all sports)
Likes:	Rock music, street fighting, arguing
Dislikes:	Mishima Style Fighting Karate, Jin Kazama



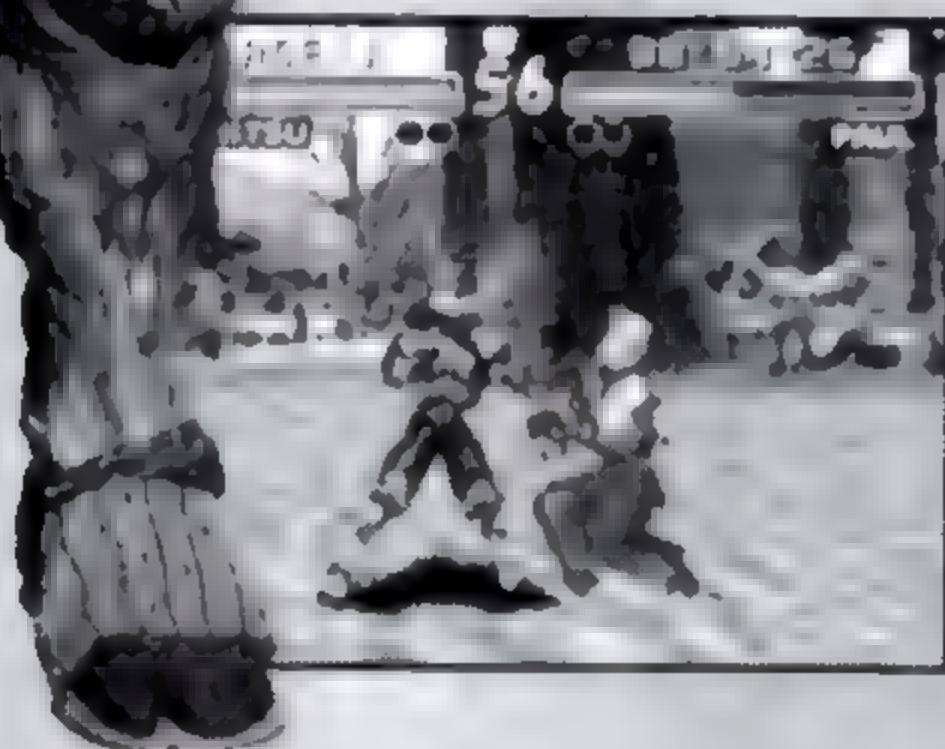
Firecracker	↓ A A
Left Flamingo Feint	Left stance ↓ ☆ A ☆
Sky Rocket	→ ☆ ↓ ← ☆ A
Tsunami Kick	While rising A A
Flying Eagle	Fast B A



YOSHIMITSU



Country of Origin:	None (formerly Japan)
Fighting Style:	Advanced Manji Ninja Arts
Age:	Unknown
Height:	178cm
Weight:	63kg
Blood Type:	O
Occupation:	Leader of the Manji Clan
Hobby:	Watching sumo wrestling matches, surfing the Net
Likes:	Video game arcades (especially those in Shinjuku, Japan)
Dislikes:	Villains and poor losers (videogames)



Door Knocker	While rising B B B B
Poison Breath	← A + B B or A
Fubuki	→ → A
Wood Cutter	→ → ★ A B
Manji Backfist	→ B

GUN JACK

Country of Origin:	Unknown
Fighting Style:	Power Fighting, Loaded Guns on both arms (currently out-of-order)
Age:	7
Height:	220cm
Weight:	170kg
Blood Type:	Plutonium
Occupation:	Purpose unknown
Hobby:	Weapons training
Likes:	Self analysis
Dislikes:	Scrap factories



Jack Hammer	
Sumo Stomp	
Thunder Slap	
Double Hammer	
Cut Saw	



LING XIAOYU



Country of Origin: China

Fighting Style: Hakke Sho and Hika Ken based Chinese martial arts style.

Age: 16

Height: 157cm

Weight: 42kg

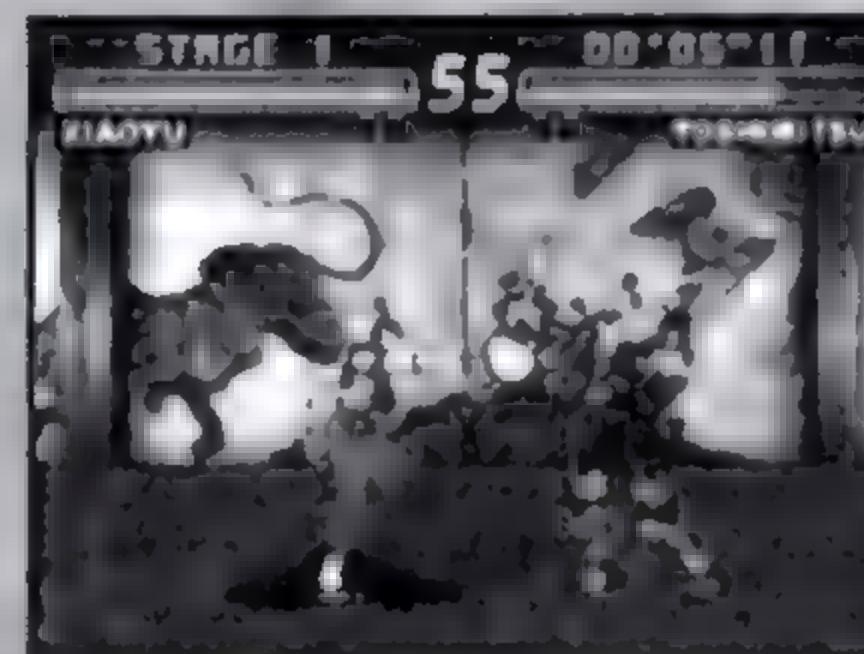
Blood Type: A

Occupation: Student, Panda caretaker

Hobby: Traveling, visiting amusement parks worldwide

Likes: Chinese steamed buns, shrimp dumplings, Peking duck, etc.

Dislikes: Math teachers



Bayonet

(B)(B)

Phoenix

↓(A)+(B)

Single Fan

↑(B)

Storming Flower

←(B)

Fortune Cookie

↑(A)+(B)(B)(B)

CREDITS

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